Developers' Room
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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 7:14:00 PM

Hello, and welcome to the latest Miiting, where we interview development staff for Nintendo games! My name is MariChan, and I'll be conducting today's interview. This time, I'm joined by Mr Shikata, the Director of The Legend of Zelda: Tri Force Heroes, and by a very special guest from GREZZO Co., Ltd., the company that helped co-develop the game. Well then, it's about time to start the Miiting! And look, there are three of us - how fitting! Should we form a totem?

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Shikata NintendoShikata
Sunday, November 22nd, 2015 7:16:00 PM

Hi! Hiromasa Shikata here, the Director of Tri Force Heroes. I have to tell you, I've been doing a lot of interviews about the game recently, both online and for magazines, but I made sure to keep a few good anecdotes up my sleeve, just for this Miiting!

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□□□□ gre-greo
Sunday, November 22nd, 2015 7:19:00 PM

Nice to meet all of you out there on Miiverse! My name is Mikiharu Oiwa, from GREZZO, Co. Ltd., which has its headquarters in the Shibuya area of Tokyo. I was responsible for the game's bosses and effects. I also managed business on the GREZZO side and communicated with Nintendo about development issues. This is actually the first interview I've ever done about Tri Force Heroes, so I'm a little tense, but I'm also very excited! Hopefully I won't get too tongue-tied...

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Mr Shikata, Mr Oiwa, it's a pleasure to have you here! I think that most of the basic questions, like why the game is for three players, were covered in the first part of this Miiting and in Mr Aonuma's release-day post, which means that we can get into some of the more interesting questions this time! To get things started, could you tell us a bit more about the cooperation between GREZZO and Nintendo?

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Shikata NintendoShikata

Sunday, November 22nd, 2015 7:23:00 PM

Well, roughly speaking, GREZZO did most of the work on making the levels, creating enemies, dealing with the user interface and so on, while Nintendo took care of programming the main game systems and laying out the level concepts. Does that sound about right?

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□□□□ gre-greo
Sunday, November 22nd, 2015 7:26:00 PM

The way I recall it, it was the first time creating levels for quite a few of our staff, so some Nintendo people came to Shibuya and we agreed on how we wanted the levels to go and things like that. Later we got a lot more free rein, and, well, it was certainly a learning experience!

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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 7:28:00 PM

I see! GREZZO is based in Tokyo, while Nintendo operates out of Kyoto. Did that distance make things harder in any way?

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Shikata NintendoShikata
Sunday, November 22nd, 2015 7:29:00 PM

To be honest, this was my first time working with an external company, so it was a little stressful at first! At the office, I only need to turn around to see everyone I work with, but it felt like taking a little vacation every time I needed to meet with GREZZO folks!

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□□□□ gre-greo
Sunday, November 22nd, 2015 7:32:00 PM

That's right! It wasn't even just a case of simple geographical separation - we didn't want our hearts and minds to grow apart, so from the very start we took pains to close that distance. For example, we made sure to hold a videoconference every day, even when we didn't have anything specific to talk about!

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That's really interesting! Some people might think that having a videoconference when there's nothing to discuss is just a waste of time, but I can see how it might turn out to be really productive. Since you're having a meeting no matter what, you'd find something to talk about and maybe even discuss things you wouldn't normally bring up, right? Those topics might develop in unexpected directions, become big talking points, and lead to major breakthroughs...

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Shikata NintendoShikata
Sunday, November 22nd, 2015 7:34:00 PM

Exactly! You hit the nail on the head, MariChan. Other times, it felt more like taking a little break, so we'd slump in our chairs until only our heads were showing on the screen. Well, all I can say is that every day was something new!

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□□□□ gre-greo
Sunday, November 22nd, 2015 7:38:00 PM

And it wasn't just work, either! Sometimes we'd have little celebrations after completing development milestones. On those days we'd make sure to have a video link running between Kyoto and Tokyo so that we could participate in each other's parties through the screens.

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That sounds like utter mayhem!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 7:47:00 PM

It was certainly unusual, I'll give you that. Those milestone celebrations were one thing, but we also had these meetings where we'd have Mr Aonuma play through sections of the game to check them. Those were certainly some of our most stressful days.

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Sunday, November 22nd, 2015 7:48:00 PM

Oh, definitely. If something was wrong or didn't play right, he might metaphorically flip the table over and we'd then have to redo whole sections from scratch... The meetings would always take place at GREZZO, and everyone wanted to see Mr Aonuma play the game, so GREZZO's meeting rooms overflowed with people on those days.

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Did one of those "table-flipping" moments happen on this project, then?

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Shikata NintendoShikata
Sunday, November 22nd, 2015 7:53:00 PM

It didn't really happen this time round. The thing is, when you see Mr Aonuma play the game in various video clips, he's always a perfect gentleman. But when he played it in the office, he'd obviously play with other Nintendo staff members, and whenever he got annoyed he'd shout stuff like "What're you doing?!", or "Don't go there, come here!"

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Sunday, November 22nd, 2015 7:55:00 PM

Our meetings weren't particularly formal, so we felt these outbursts were quite representative of what real users would say. As a result, we kept very detailed notes of everything Mr Aonuma happened to shout.

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Sunday, November 22nd, 2015 8:00:00 PM

I was hoping for juicy stories of table-flipping and tempers running high, but oh well... Even if there were no massive setbacks, did any differences in opinion between GREZZO and Nintendo put people in a bad mood?

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Shikata NintendoShikata
Sunday, November 22nd, 2015 8:01:00 PM

It looks like you're really trying to expose our dark sides, but I have to say that I don't think that ever happened - not even once.

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Sunday, November 22nd, 2015 8:03:00 PM

I would have to agree. We had far more internal disagreements than anything else. Every time they sprang up we'd just go to the in-game coliseum and let off some steam.

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Sunday, November 22nd, 2015 8:04:00 PM

The coliseum! Wow, I bet the development staff really got into it. With the game being fully cooperative and the coliseum 100% competitive, it seems like a brilliant way to take a little break!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 8:06:00 PM

Well, considering that only the winner gets materials as a prize, the battles can get pretty intense. I don't know if I'd call the coliseum a "break", but it's certainly a very different experience from the main game, and quite a fun one at that. It's perfect for de-stressing. Incidentally, I have to say that everyone at GREZZO got exceptionally good at it! Nobody on our side was even close to being a match for them. Which ironically caused a bit of stress...

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Sunday, November 22nd, 2015 8:07:00 PM

Oh no, no, no, that's not true at all! I suppose it could work as stress relief, but mainly it was just good fun! It's easy to play that mode with just two players, or add a third for a more hectic match, so it's a bit different every time you play.

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I imagine that when you battle your friends in Local Play, you can see how much everyone gets into it. I think that must be even more fun.

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Shikata NintendoShikata
Sunday, November 22nd, 2015 8:10:00 PM

Funny you should say that, because when the game was complete, we did all actually gather in Kyoto for a massive tournament-style competition with GREZZO and Nintendo staff. We called it the "Provisional World Championships". We thought everyone would use the same outfit, but there was a surprising amount of variety in that regard.

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Sunday, November 22nd, 2015 8:10:00 PM

The game wasn't out yet, so whichever staff member came out on top would be the number one player in the world, at least for a while! As for the variety of outfits, some of them have special powers that only function in the coliseum, and every player has their own favourite item, so it's true that we saw lots of different styles. It was all done in Local Play, so you could see everyone staring into their screens, or cheering others on. It made for an odd...uh, I mean, a really cool scene!

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Sunday, November 22nd, 2015 8:12:00 PM

By the way, what are your favourite outfits to wear into the coliseum?

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ShikataNintendoShikata
Sunday, November 22nd, 2015 8:13:00 PM

I find myself using the Kokiri Clothes quite a lot. When you shoot three arrows at once, it gets a lot easier to hit opponents even if they try to dodge.

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Sunday, November 22nd, 2015 8:14:00 PM

I'm partial to the Big Bomb Outfit, myself. If you time your throws well you can defeat enemies that are way ahead of you, and even if you don't score a direct hit, they might still take damage from the blast. Although you might get hurt, too, so it's a little risky...

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To each their own! Personally, I like the Fire Blazer, mostly because seeing my opponents flailing around after I set them on fire always makes me laugh. When they bump into me as they're running in circles - well, that's a bit less funny.

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ShikataNintendoShikata
Sunday, November 22nd, 2015 8:19:00 PM

What a mean way to play! In case you were wondering, the winner of the tournament was wearing the Ninja Gi.

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Sunday, November 22nd, 2015 8:20:00 PM

He was part of my team. After the tournament was over, people called him "Ninja Guy" for a good while!

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I guess it's fair to say that he was the one with the most steam to let off.

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Shikata NintendoShikata
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I wonder...

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□□□□ gre-greo
Sunday, November 22nd, 2015 8:24:00 PM

Oh no, no, no, he's actually a very relaxed guy who enjoys his work as motion designer! I think it's clear when you look at the game, but the designs are all quite intricate, and a lot of work went into them. There's no way that would be possible if we didn't all enjoy what we do!

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No, it's true, especially when you look at the outfit designs. Someone clearly had a good time designing those!

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Shikata NintendoShikata
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Since the costumes are all the same in every version across the world, we had to make sure everyone would "get" them. On the other hand, they couldn't be so detailed that they'd get confusing in-game. It wasn't an easy job, that's for sure!

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□□□□ gre-greo
Sunday, November 22nd, 2015 8:29:00 PM

In some cases more than others. Sometimes we'd think up an outfit that was easy to design and understand, like the greed-is-good splendour of the Rupee Regalia, but other times, well... How do you design an "outfit that increases your allies' energy gauges"? I remember we were all stuck on that one for a while.

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You're talking about the Cheer Outfit, aren't you? It certainly seems to make sense in the retail version, but I can also imagine it took some lateral thinking to get there. Could you tell us which costume was the hardest to create?

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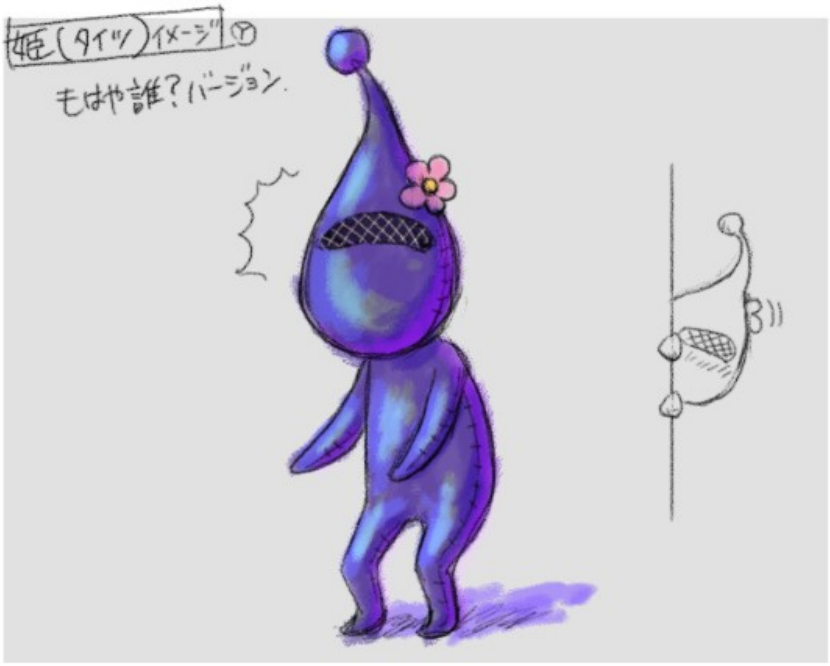
Shikata NintendoShikata
Sunday, November 22nd, 2015 8:33:00 PM

I think we had more trouble than we expected with the black tights that Princess Styla wears for most of the game. They were a major headache!



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□□□□ gre-greo
Sunday, November 22nd, 2015 8:35:00 PM

You could say that again! In some of the early designs you could hardly even tell it was a girl wearing them...

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Sunday, November 22nd, 2015 8:36:00 PM

Oh, but look, she's still wearing her usual flower. That's a really interesting design! Can you tell us more?

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ShikataNintendoShikata
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We asked the artists to draw something that would make players take pity on her and want to help, and this is the sort of thing they came up with.

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Sunday, November 22nd, 2015 8:39:00 PM

But some people thought that it actually looked cute and didn't seem like much of a curse, so we had to go back to the drawing board. We tried all sorts of styles for the tights, as you can see on this picture.

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I think the second one from the left might be the worst one of all.

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Shikata NintendoShikata
Sunday, November 22nd, 2015 8:43:00 PM

Well, it was meant to be a curse, so we thought that anything even remotely stylish - like flowers or crosses - was out of the question, so we settled on this. Now that I think about it, doesn't it make her look a bit like a ninja?

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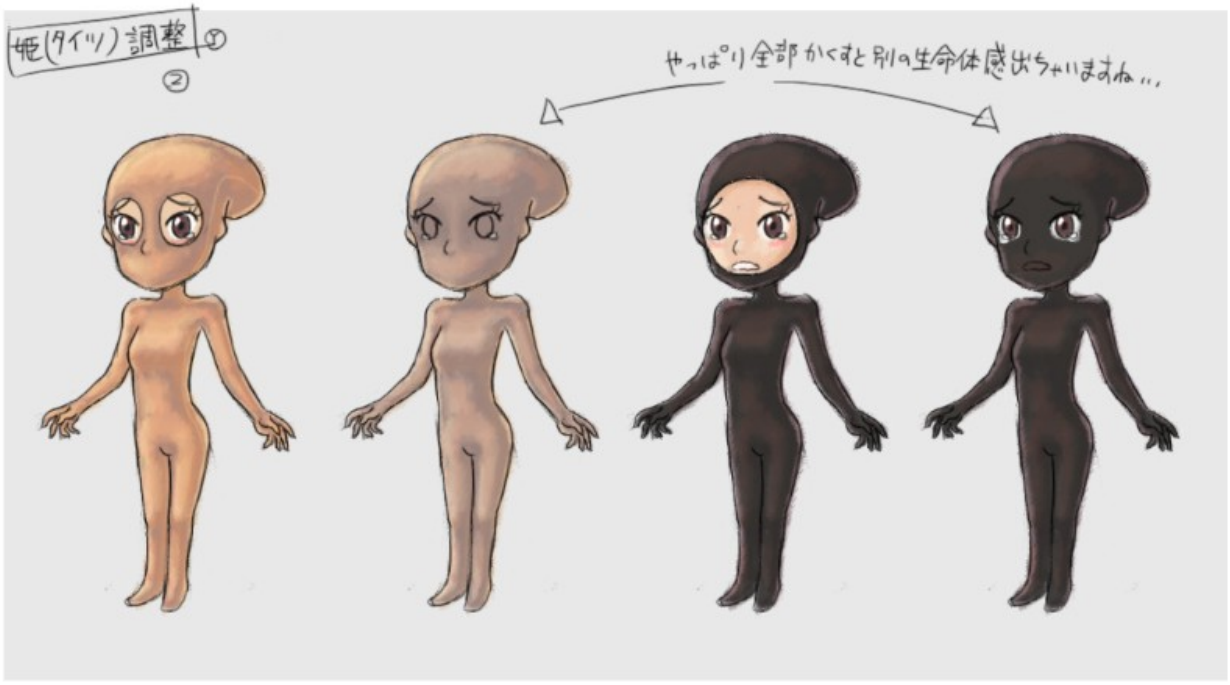
Sunday, November 22nd, 2015 8:45:00 PM

From there, we thought of these...



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...and this is the final result.

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ShikataNintendoShikata
Sunday, November 22nd, 2015 8:48:00 PM

At the end of the day, there's only so much you can do with tights.

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□□□□ gre-greo
Sunday, November 22nd, 2015 8:49:00 PM

It just reinforces the idea that the simplest designs are the hardest to get right.

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Sunday, November 22nd, 2015 8:51:00 PM

Having seen and heard all of this makes me feel for the princess even more! Since we're on the topic of outfits, why don't you tell us about some outfits that ended up not making it into the game?

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ShikataNintendoShikata
Sunday, November 22nd, 2015 8:52:00 PM

There weren't any outfits that we created but ended up cutting from the game, but we did abandon a few ideas in the planning phase. Let's see... We thought about creating a "Stinky Costume" which would keep enemies at bay, or a "Kansai Outfit" which would put the situation reports into the Kansai dialect of Japanese.

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We also considered "Emperor's New Clothes", which would make you look naked to other players, and a "Handsome Outfit" that made you look really cool in photos.

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All of those sound oddly fascinating, but I don't feel like I'd actually want to wear them. Speaking of designs, I also wanted to ask about levels! I've heard that there's a special scenic spot hidden within each level...

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Shikata NintendoShikata
Sunday, November 22nd, 2015 8:57:00 PM

Oh, you mean the ones mentioned in the "Diary from the Drablands". Yes, every level has a secret scenic spot. We designed them to be inconspicuous when you're playing normally, and as a result they're pretty tough to find.

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□□□□ gre-greo
Sunday, November 22nd, 2015 8:58:00 PM

Now that I think about it, they might be a bit too difficult to find...

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Can you give us any hints?

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Shikata NintendoShikata
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We've hidden volumes one to eight of the "Diary from the Drablands" in various places outside the Drablands proper. Reading them should give you some idea of what the scenic spots in each level are! You'll need to be wearing specific outfits to read some of the diary volumes, though.

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Sunday, November 22nd, 2015 9:03:00 PM

On top of that, you might find it helpful to look around with the +Control Pad. Actually, I'll show you one thing. It's a bit of a spoiler, though! In The Dunes, you can find a mural of Link straight from The Legend of Zelda: A Link Between Worlds.

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Sunday, November 22nd, 2015 9:04:00 PM

Oh, wow! Right there? I never noticed it at all... You mentioned the +Control Pad, but I think on New Nintendo 3DS and New Nintendo 3DS XL systems you could use the C Stick, too.

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ShikataNintendoShikata
Sunday, November 22nd, 2015 9:05:00 PM

I did check what scenic spots would be included, but I never actually saw where they would be placed, so there are a few I still haven't found for myself.

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Sunday, November 22nd, 2015 9:06:00 PM

There's one in each level, so if you're the sort of player who's already finished the game and thinks there's nothing left to do, this should make for a fun bonus! Consider it a challenge from me as a designer.

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Sunday, November 22nd, 2015 9:08:00 PM

Running around looking for scenic spots while dodging enemies sounds like a job and a half, so I'd suggest forming exploration parties and setting out in Local Play! To change the topic slightly, Mr Oiwa, I heard that you pretty much created all the bosses yourself. Tell us, if you don't mind, what was the hardest thing about that?

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Sunday, November 22nd, 2015 9:11:00 PM

I feel like it's quite typical that MariChan never asks about "the most fun part" or anything like that. Let's see, the hardest thing... Deciding what to name them was difficult.

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Shikata NintendoShikata

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Huh, really?

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Naming them was the hardest thing?!

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Well, I mean, there were various things that gave me trouble for each boss, and things I'd like people to notice, but it feels a bit pushy to point them out! Besides, I can tell from looking at Miiverse that the players have already spotted lots of stuff... Anyway, it was tough but it wasn't painful or anything. If we thought that making the game was a pain, we'd never create anything truly good.

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Shikata NintendoShikata
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Well said.

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Spoken like a real pro.

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Having said that, the closest I came to "painful" was when I announced the names I'd come up with. Though I suppose it wasn't painful so much as it was painfully embarrassing...

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Shikata NintendoShikata
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Oh, like the Flightless Vulture? (In Japanese, this is a terrible pun on the name of the enemy called "Vulture" in English, and the Kansai dialect word for "can't fly". I couldn't quite make it work in English, but trust me when I say it's atrocious. - MariChan)

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Is this the enemy that became the Vulture Vizier?

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That's the one, the mid-boss of The Dunes. He's like the king of the Vultures, but he's so big that he can't really fly, so I tried to make a pun that combined "can't fly" and "vulture". When I brought up the name in a meeting for a first time, the reactions around the table were pretty much just "What?" - I don't think I'll forget that moment as long as I live.

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ShikataNintendoShikata
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If someone ever asks me to repeat myself in that sort of context, I'll probably be so embarrassed that I'll quit my job on the spot.

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That sounds about right.

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Anyway, we created the boss of The Ruins next, and I initially went completely literal and just nicknamed him the "Y guy". But then again, that really doesn't sound like a proper name, does it? Next I thought about borrowing the name of the one-eyed Greek monster, Cyclops, but it seemed too long and I was worried that people would call it "Cyplos" or something instead...

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:32:00 PM

It seemed like the Japanese development staff weren't really familiar with the name. Everyone tried their best to use it, but then they would get confused and say stuff like "Clops". Eventually some people just gave up and started saying "Cy-dude".

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That definitely sounds like it would sting... So, where did the final name come from? (The English name is "Prismantus", but my guests are talking about the Japanese name, which is "Dum-Dum".)

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To tell you the truth, the original "Dum-Dum" was actually this. It's the mid-boss of the Sky Realm, which is called "Gigaleon" in the retail version. We originally called it "Dum-Dum" because of the sounds it makes when it shoots projectiles, but then we realised that the "Cyclops" also makes a booming noise when it moves, and we thought that the name "Dum-Dum" would probably fit it better. So in the end "Dum-Dum" became "Gigaleon", and "Cyclops" became "Dum-Dum".

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ShikataNintendoShikata
Sunday, November 22nd, 2015 9:35:00 PM

I think it's for the best. If the production staff can't wrap their heads around a name, then the users probably won't be able to, either. What usually happens is that the staff will continue to call things by their tentative, in-development nicknames and not know the official names, but everyone knew "Dum-Dum".

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I have to say, I quite like the sound of "Flightless Vulture".

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□□□□ gre-greo
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Please stop reminding me.

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Shikata NintendoShikata
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Yes, let's stop reminding him.

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Okay, let's change the subject a bit. People have really been enjoying Online Play, haven't they? I've even been sneaking in a match here and there... The people I've played with were really nice, and I found myself enjoying it a lot more than I thought I would!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:42:00 PM

More than you thought you would? That's a bit of a low blow. We did put some special features in to make Online Play as pleasant as possible, like tweaking the matchmaking to make sure that players of vastly different levels wouldn't get put together and so on. But we didn't want to make it hard for anyone to find partners to play with, so when there's nobody available that's at a similar level, you might get matched with someone who has more or less experience than you do.

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□□□□ gre-greo
Sunday, November 22nd, 2015 9:43:00 PM

"Cooperation" was this project's biggest keyword. The game has many fun elements, but since you can't see the faces of the people you are playing with, and since it's sometimes hard to make yourself understood while playing, some elements could be called negative... That's why, while playtesting the game amongst ourselves, we tried really hard to address things that people said they didn't enjoy as much.

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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 9:45:00 PM

I'm guessing that the little ball you can play with while waiting to be matched is one of those? That wait time should feel annoying, but thanks to the Lucky Lobby Ball it becomes really fun. Sometimes I find myself hoping that the other players don't actually show up!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:46:00 PM

I'm so happy you feel that way! We did think that the most stressful part of playing online was the waiting, so we made sure to do something about it. But we didn't want to put in just any minigame; we wanted one that a) you could play cooperatively with two players, b) didn't come with any explicit rewards but would still make you want to play, and c) wouldn't be too frustrating to abandon partway through. It took us a long time to come up with something good, so we were very close to giving up on the idea!

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□□□□ gre-greo
Sunday, November 22nd, 2015 9:47:00 PM

One day a member of the level production team created the Jellyrich, a bonus enemy that you could hit repeatedly to earn some extra Rupees and hearts, and we thought, why not use that? From there we brought in the sound team to help us add a musical element, and it developed smoothly into the form you see today!

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Sunday, November 22nd, 2015 9:49:00 PM

Sometimes great things come from humble beginnings, don't they? I expect the story behind sympathy Rupees was something similar.

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:51:00 PM

Oh, so you've had a connection error at some point? I apologise. We did all that we could on the server side to make gameplay as stable as possible, but since every player has their own network environment, we can't really help the fact that you'll get disconnected once in a while. On the other hand, it's not like your fellow players would do that on purpose, right? So as a way to say, "too bad, we're sorry, but thanks for playing", the game gives you a few sympathy Rupees whenever you get a connection error.

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□□□□ gre-greo
Sunday, November 22nd, 2015 9:52:00 PM

We did actually fret almost to the very end about how many Rupees should be given out. We didn't want to be stingy by giving too little, but if we gave too much, some players might actually start hoping for an error...

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Sunday, November 22nd, 2015 9:54:00 PM

In all honesty, I did think to myself, "That's not sympathy, it's an insult!" once or twice, but I'm glad to hear that you put a lot of thought into it! Oh, speaking of stress... When I first saw the game, I was shocked at how few communication icons there were, but to my surprise, I'm not actually having much trouble communicating as I play!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:56:00 PM

The communication icons went through a number of changes during development. At one point we had an icon seller in the game that would let you buy various extra icons with your hard-earned Rupees.

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□□□□ gre-greo
Sunday, November 22nd, 2015 9:56:00 PM

Initially we were thinking of making dozens of them, in many different patterns.

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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 9:58:00 PM

Oh no! I really wish you had!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 9:59:00 PM

Right? I thought so too, at least to begin with. But then the longer we thought about it, the more we realised that having too many different icons would actually make it harder, not easier, to communicate. So we tried to find a nice, friendly size that would make them easy to use and hard to mix up. Then we looked to see how many we could fit on the touch screen, and finally we thought about which icons should be available.

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□□□□ gre-greo
Sunday, November 22nd, 2015 10:00:00 PM

There was a lot of disagreement between team members. Everyone had their own ideas about which icons they wanted in the game and which ones they wanted removed.

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Sunday, November 22nd, 2015 10:01:00 PM

When you put it that way... I definitely have some ideas for icons I think it would be nice to have, but it's also true that the limitations mean that players have to be creative with how they use the existing icons. I'm more or less happy with the selection that's there.

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ShikataNintendoShikata
Sunday, November 22nd, 2015 10:02:00 PM

I think so, too. Some things are difficult to convey with just a single icon, but when you string them together, like "item" and "throw", or

"sorry" and "over here!" and "throw", you can express surprisingly complex ideas!

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Sunday, November 22nd, 2015 10:03:00 PM

Even the staff members with the most complaints learned to combine them effectively in the end! This is actually something I think about a lot, and not just when it comes to the icons. It's really hard to predict the things that everyone will want or need in a game.

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Sunday, November 22nd, 2015 10:05:00 PM

I also really like how the icons change in size when you use them a few times in a row. I always felt like I could express myself through the icons, though I never thought I'd say that.

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Shikata NintendoShikata
Sunday, November 22nd, 2015 10:06:00 PM

That idea was also born after we limited the number of icons, which is when we started considering the quality and behaviour of each one. I really want to go back in time to when I used to think that "more is better" and somehow let myself know that I was wrong.

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□□□□ gre-greo
Sunday, November 22nd, 2015 10:07:00 PM

Personally, I thought the icon with the pompoms was a stroke of genius. Especially when I was the middle rung of a totem, I would quite naturally start tapping it rhythmically to cheer on my fellow heroes.

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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 10:08:00 PM

I've met some people who tap it to the beat of the Daily Riches background music!

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Shikata NintendoShikata
Sunday, November 22nd, 2015 10:10:00 PM

I've met someone like that, too! It really makes me happy. Although it can get pretty annoying if someone uses the icons way too much. I guess I'd just like to urge everyone to be considerate.

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□□□□ gre-greo
Sunday, November 22nd, 2015 10:10:00 PM

Yes, please!

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□□□□□ NintendoMchannel
Sunday, November 22nd, 2015 10:12:00 PM

Will do! Anyway, I think we'll be wrapping up soon, so do you have any parting words that you'd like to pass on to the good folks on Miiverse?

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Shikata NintendoShikata
Sunday, November 22nd, 2015 10:13:00 PM

I'd like to let everyone know that we are planning to update Tri Force Heroes on 3rd December. The update will include new outfits, new levels to challenge you, new stamps to use on Miiverse, and more! We've listened to your feedback on how to make the game even better and have put in some improvements. There will be more information on the official site, so feel free to take a look there as well. If you want to remember the date more easily, just think of it

as 12th month, 3rd day - easy as 1-2-3! We did our best to make each and every one of our players crack a smile or two, and I hope you'll all give it a go!

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Sunday, November 22nd, 2015 10:13:00 PM

The cool thing about this game is that even after you complete a level, you can always try it again with different players, or using different items, and get a completely different experience. Also, since different people have different ways of dealing with enemies and puzzles, you can always learn something new! And that's before we even get to the special challenges that open up after you defeat each area's final boss - those are extra difficult, so the three of you need to cooperate even more, and the satisfaction you feel when you've completed them is second to none. As you can see, there's plenty of replay value to the levels, so I hope you'll keep playing!

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Sunday, November 22nd, 2015 10:15:00 PM

Oh dear, I completely forgot to ask about the town! You buried so many good lines there and I meant to do some digging...

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Shikata NintendoShikata
Sunday, November 22nd, 2015 10:16:00 PM

I did think it was strange that you didn't ask! But it's okay, we made it so that you could hear all the jokes at any time, so you can go looking for them to your heart's content after this Miiting is over.

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Sunday, November 22nd, 2015 10:18:00 PM

Exactly. The town's not so big, but there are lots of lines that change depending on your outfit, some that give you the inside scoop on something, and others that only show up with time. I'm really looking forward to players finding and enjoying them all!

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Sunday, November 22nd, 2015 10:19:00 PM

There's so much more I wanted to ask, but our time's almost up... Questions just kept coming up, and I couldn't pace myself. Oh, well. I have to admit I was worried at first about this new "totem" format for the Miiting, but it ended up being really fun. As for the game, it's true that playing co-op with unknown heroes can sometimes go less than perfectly, but on the other hand being able to replay and enjoy the same levels time and time again means it never gets old! I think that meeting and cooperating with new friends just one time before you go your separate ways is quite a unique feature of the game. I mean, there are seven billion people on the planet, right? When three out of that number meet, it's a little bit like fate! I hope you'll all cherish your fateful encounters.

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Shikata NintendoShikata
Sunday, November 22nd, 2015 10:21:00 PM

How grandiose - very fitting for a closing statement! Our game lets you play alone, with friends, or even with unknown heroes, so it makes me happy to think that everyone can take it easy and enjoy it in whichever way they feel most comfortable with.

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Sunday, November 22nd, 2015 10:22:00 PM

All of us - the planners, programmers, designers, sound artists and more - created the game first and foremost with the intention of making our players smile. We hope that playing The Legend of Zelda: Tri Force Heroes will make you laugh out loud, maybe get a little angry, then laugh some more!

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Sunday, November 22nd, 2015 10:23:00 PM

Mr Shikata, Mr Oiwa, thank you so much for your time, and thanks to our great Miiverse audience for staying with us for so long! This concludes our Tri Force Heroes totem-style Miiting. Bye for now!